

Puppy Sing-Along Key board

OWNER'S MANUAL — Please read before using this equipment.

Sing along with this playful puppy! His bone is really a microphone!

The Puppy Sing-Along Keyboard provides super musical fun for children. They can compose and record their own music or listen to popular and familiar tunes. The keyboard plays a wide range of musical sounds, tempos and sound effects. The Puppy Sing-Along Keyboard is recommended for ages 3 and up.

Its features include:

25-Key Mini-Keyboard — lets you create your own music.

Record and Playback Controls — let you record and play back your own melodies (up to 48 notes).

Six Prerecorded Demonstration Tunes — let you hear popular tunes.

Four Preset Instrument Sounds — let you set the keyboard to sound like a piano, saxophone, flute or guitar.

Bone Microphone — lets you sing along and speak through the mic while playing the tunes.

Three Preset Drum Beat Rhythms — let you play three different background drum beat rhythm sounds.

Tempo/Volume Controls — let you speed up or slow the rhythms and demonstration tunes and adjust the keyboard's volume.

Auto-Power Off — if no buttons are pressed within 2 minutes, the unit turns off automatically to save battery power unless it is in DEMO or ONE KEY modes.

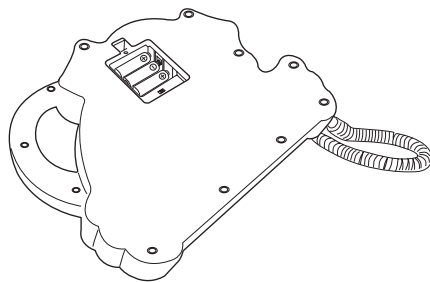
INSTALLING BATTERIES

Your Puppy Sing-Along Keyboard uses three AA batteries for power. For the best performance and longest life, we recommend RadioShack alkaline batteries.

Warning: Dispose of old batteries promptly and properly. Do not bury or burn them.

Cautions:

- Use only fresh batteries of the required size and type.
- Do not mix old and new batteries, different types of batteries (standard, alkaline or rechargeable), or rechargeable batteries of different capacities.
- Never leave dead or weak batteries in the keyboard.



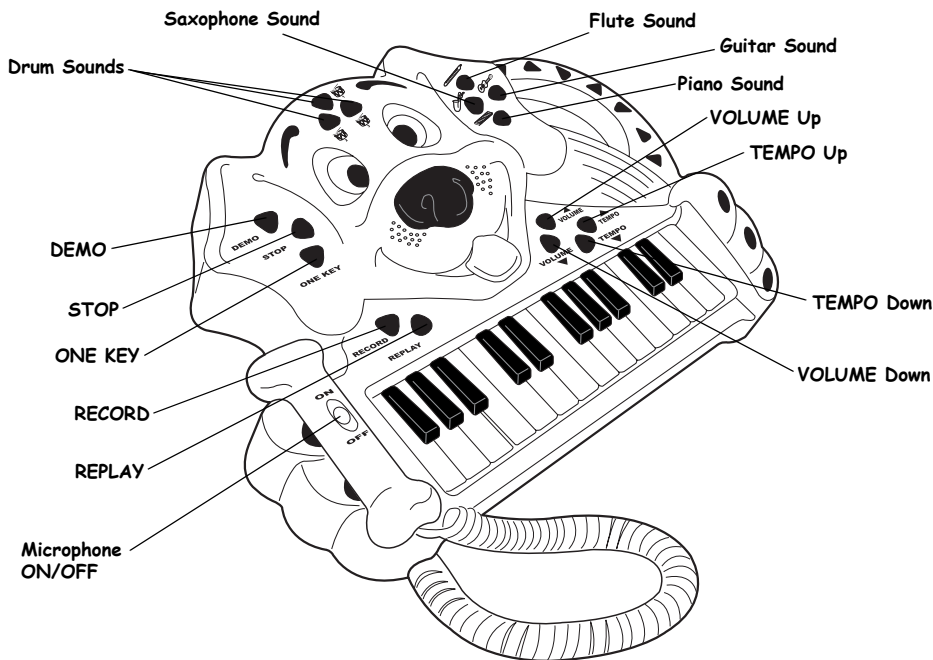
1. Use a Phillips screwdriver to remove the screw on the battery compartment cover, then press the cover's tab toward the end of the keyboard and lift off the cover.



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2. Place the batteries in the compartment as indicated by the polarity symbols (+ and -) marked inside.
3. Replace the cover and tighten the screw.

When the volume weakens or the keyboard stops operating properly, replace all three batteries.

Note: If you do not plan to use the keyboard for a week or more, remove the batteries. Batteries can leak chemicals that can damage electronic parts.

SETTING THE VOLUME

1. Remove the battery compartment cover.
2. To limit the volume to a low range, slide HI/LO to LO. To choose a higher volume range, slide the switch to HI.
3. Replace the cover, then tighten the screw.

PLAYING THE KEYBOARD

Turning the Keyboard On/Off

To turn on the Puppy Sing-Along Keyboard, press the puppy's nose once. The eyes light up, indicating the keyboard is on.

To turn off the keyboard, press the nose again. The indicator lights turn off.

Composing Your Own Music

1. Press the desired sound button (flute, guitar, saxophone, or piano) to begin composing.

Note: The keyboard automatically selects the piano sound each time you turn it on.

2. Press the **VOLUME** buttons to increase or reduce the volume level.
3. Press the black and white keys to play notes.

Playing the Drum Rhythms

Your keyboard can play three drum rhythm sounds.

To select a drum beat to accompany your playing, press one of the three drum buttons. To choose a different drum rhythm, press another button.

Playing the Demonstration Tunes

Your keyboard can play six built-in popular tunes: "Happy Birthday," "Mary Had a Little Lamb," "Are You Sleeping," "Ten Little Indians," "London Bridge is Falling Down," and "Old MacDonald Had a Farm."

1. Repeatedly press **DEMO** to select the tune you want.
2. While the tune plays, you can press the black and white keys to pretend to play along.

Note: You cannot change the instrument used in the demo songs.

3. Press the **TEMPO** buttons to speed up or slow down the tempo of the tune.
4. To stop the demonstration tune, press **STOP**.

Using the Microphone

The Puppy Sing-Along Keyboard's bone acts as a microphone that you can use to sing along while you play the keyboard.

1. To use the microphone, slide **ON/OFF** on the bone to **ON** and pick it up.
2. Speak or sing clearly into the microphone.
3. When you finish using the microphone, turn the switch to **OFF** and put the bone in its holder.

Using One Key

You can use a single key to play the melody of a demonstration tune while the keyboard plays the accompaniment.

1. Repeatedly press **DEMO** until you hear the accompaniment of the tune you want to play.
2. Press **ONE KEY** to choose the desired tune.
3. Press one of the black or white keys for the accompaniment. The Keyboard automatically plays the correct note, even though you might not be pressing the correct key.
4. Press the **TEMPO** buttons to speed up or slow down the tempo of the accompaniment.
5. To play another tune, repeatedly press **DEMO** until you hear the tune that you want. Then press **ONE KEY**.
6. To stop the accompaniment at any time, press **STOP**.

Recording Your Own Melodies

1. Press **RECORD** to start recording.
2. To play a melody, press the black and white keys. Change the sound by choosing different instruments.

Notes:

- To change the instrument sound, simply press another button.
 - The keyboard only records the first 48 notes you play.
 - The drum effects cannot be recorded.
3. To stop recording and play back your recorded melody, press **REPLAY**.

4. To cancel the melody you recorded and exit the record feature, press **STOP** or **RECORD**.
5. To record another tune, press **STOP**, then **RECORD**, and begin playing.

Note: The keyboard does not keep melodies in memory after you turn it off.

CARE

Keep the keyboard dry; if it gets wet, wipe it dry immediately. Use and store the keyboard only in normal temperature environments. Handle the keyboard carefully; do not drop it. Keep the keyboard away from dust and dirt, and wipe it with a damp cloth occasionally to keep it looking new.

Modifying or tampering with the keyboard's internal components can cause a malfunction and might invalidate its warranty. If your keyboard is not performing as it should, take it to your local RadioShack store for assistance.

Limited Ninety-Day Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for ninety (90) days from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow limitations on how long an implied warranty lasts or the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

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